

# RemoteMark

## 1、说明

支持 HoloLens 2 和移动设备的远程通信和标记，类似微软的 [Dynamics 365 Remote Assist](#)。包含 XRChatSDK 支持 UnityEditor, Windows, Android, UWP。支持多种视频类型: UnityCamera、设备摄像头、Unity 自定义纹理。支持 VR、AR、MR HoloLens 视频通话。

## 2、项目设置

- 1、推荐使用 2019.4 版本 unity. 2019.4.17f1c1
- 2、Player Settings->Other Settings ->Configuration->Scripting Runtime Version->.Net4.x, Mono。

## 3、服务器数据库设置

- 1、需要安装 MySQL 数据库，数据库用于记录账号的信息。
- 2、新建数据库名为: chatsql 密码: 123456

```
public class MysqlManager : Singleton<MysqlManager>

{
    // mysql连接对象
    private MySqlConnection _conn;

    // 数据库名
    private string _dbName = "chatsql";
    // 数据源
    private string _dataSource = "127.0.0.1";

    // 用户名
    private string _userid = "root";

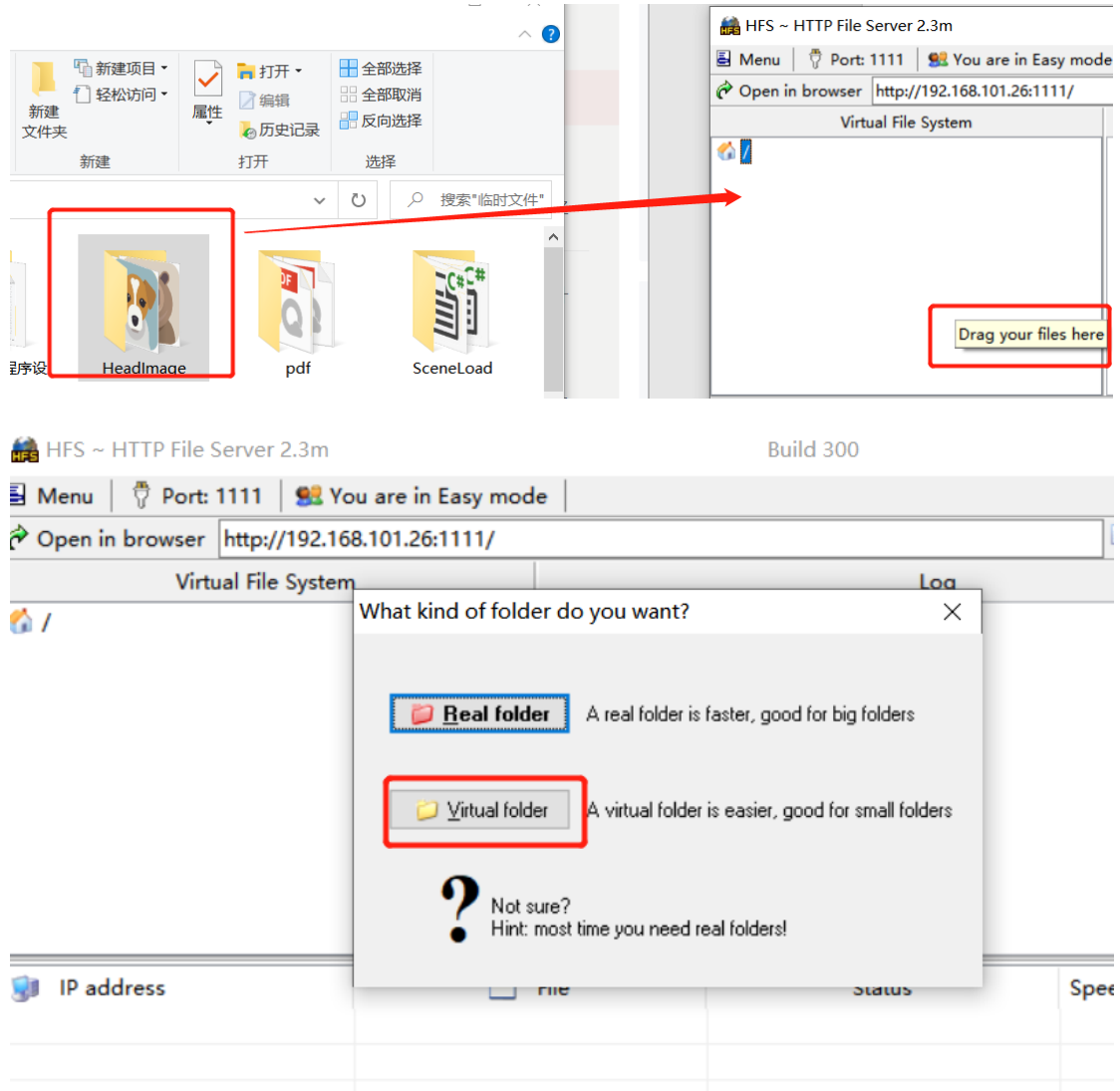
    // 密码
    private string _pwd = "123456";

    /// <summary>
```

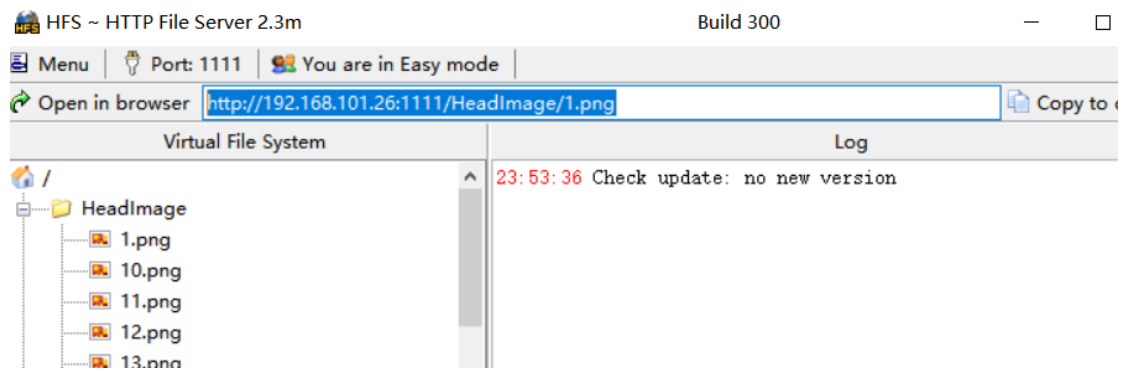
- 3、将 account.dbf 导入到数据库中

对象 account @chatsql (QWE) - 表				
开始事务 文本 筛选 排序 导入 导出				
Id	UserName	UserPwd	DeviceType	UserAvatar
8001	1	1	PC	
8002	2	2	Hololens	
8003	3	3	PC	(Null)

4、可以设置用户头像 UserAvatar，如果不设置 UserAvatar 地址，程序将使用默认头像。



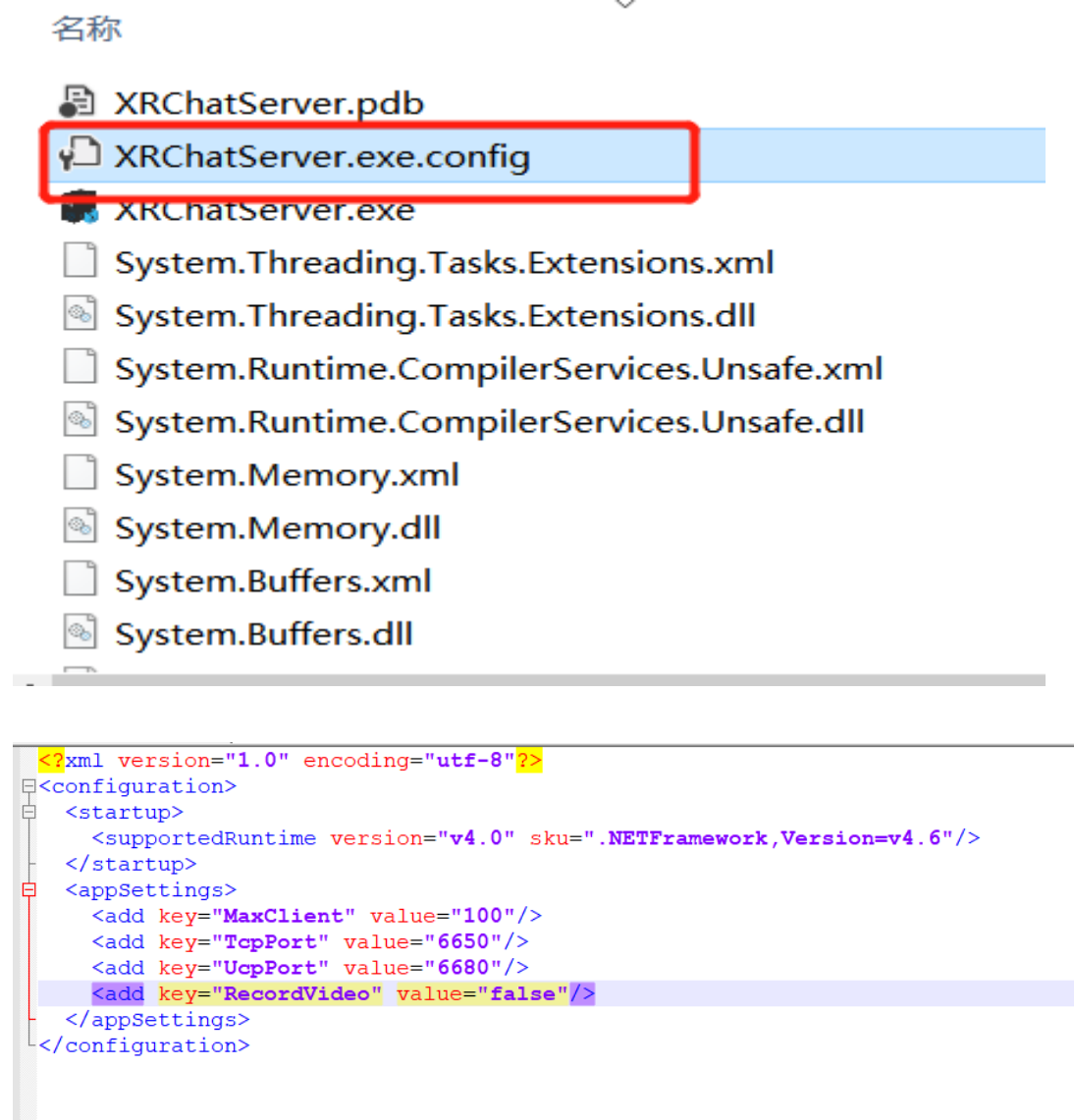
5、HFS.exe 已经包含在文件夹中。



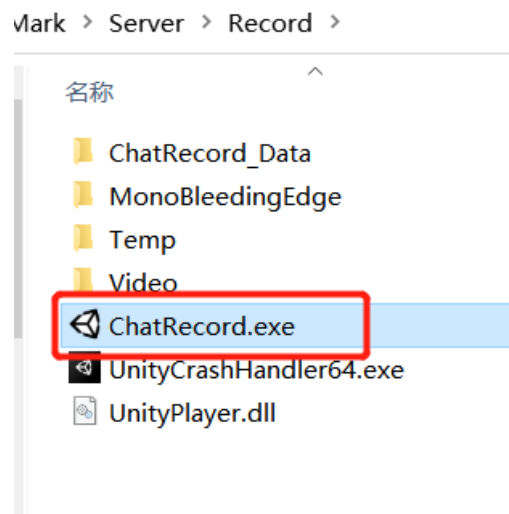
Id	UserName	UserPwd	DeviceType	UserAvatar
8001	123	1234	PC	<a href="http://192.168.101.26:1111/HeadImage/1.png">http://192.168.101.26:1111/HeadImage/1.png</a>

## 4、XRChatServer.exe

### 1、config 设置



- 3、 TcpPort/UcpPort 设置端口。RecordVideo 是否开启视频通话记录。如果开启需要运行 ChatRecord.exe, 录制的视频将保存在 Video 目录。也可修改 Record\ChatRecord\_Data\StreamingAssets 目录下的 SavePath.txt 自定义视频保存目录。



## 5、SDK 说明

```
/// <summary>
/// Initialize audio
/// </summary>
/// <param name="index"></param>
void InitMic(int index = 0);

/// <summary>
/// Initialize video
/// </summary>
/// <param name="index"></param>
void InitVideo(int index = 0);

/// <summary>
/// Set Android Compatible
/// </summary>
/// <param name="enable"></param>
void SetAndroidCompatible(bool enable);

/// <summary>
/// 设置捕捉相机类型
/// </summary>
/// <param name="type"></param>
/// <param name="captureCamera"></param>
/// <returns></returns>
bool SetVideoCaptureType(VideoType type, Camera captureCamera = null);
```

```
/// <summary>
/// 设置视频分辨率
/// </summary>
/// <param name="resolution"></param>
void SetResolution(VideoResolution resolution);
```

```
/// <summary>
/// 获取当前视频分辨率
/// </summary>
/// <returns></returns>
Vector2 GetResolutionSize();
```

```
/// <summary>
/// 设置视频质量
/// </summary>
/// <param name="quality"></param>
void SetVideoQuality(VideoQuality quality);
```

```
/// <summary>
/// 开始捕获音频和视频
/// </summary>
/// <returns></returns>
CaptureResult StartCapture();
```

```
/// <summary>
/// 停止捕获音频和视频
/// </summary>
void StopCapture();
```

```
/// <summary>
/// 获取当前音频数据包
/// </summary>
/// <returns></returns>
AudioPacket GetAudio();
```

```
/// <summary>
/// 获取当前视频数据包
/// </summary>
/// <returns></returns>
VideoPacket GetVideo();
```

```
/// <summary>
/// 解码音频数据包
```

```

/// </summary>
/// <param name="packet"></param>
void DecodeAudioData(AudioPacket packet);

/// <summary>
///
/// </summary>
/// <param name="packet"></param>
/// <returns></returns>
float[] DecodeAudioFloatData(AudioPacket packet);

/// <summary>
/// 解码视频数据包
/// </summary>
/// <param name="packet"></param>
/// <returns></returns>
Texture2D DecodeVideoData(VideoPacket packet);

/// <summary>
/// 修改 Texture 样式
/// </summary>
/// <param name="texture"></param>
/// <param name="format"></param>
/// <param
name="type">HorizontalMirror/VerticalMirror/Rotate90/Rotate180/Rotate270</param>
/// <returns></returns>
Texture2D ConvertTexture(Texture texture, TextureFormat format =
TextureFormat.BGRA32, XRChatCore.ConvertType type =
XRChatCore.ConvertType.None);

/// <summary>
/// 发送自定义 Texture
/// </summary>
/// <param name="tex"></param>
void UpdateCustomTexture(Texture2D tex);

/// <summary>
/// 添加额外的浮动数据到当前视频帧，远程标注中使用
/// </summary>
/// <param name="data"></param>
void AddVideoFloatData(List<float> data = null);

/// <summary>
/// / Set up audio capture available

```

```
/// </summary>
/// <param name="enable"></param>
void SetAudioEnable(bool enable);
```

```
/// <summary>
/// Set up video capture available
/// </summary>
/// <param name="enable"></param>
void SetVideoEnable(bool enable);
```

```
/// <summary>
/// Switch device camera
/// </summary>
void SwitchCam();
```

```
/// <summary>
/// Set device front camera
/// </summary>
/// <returns></returns>
bool SetCamFrontFacing();
```

```
/// <summary>
/// Get the current volume of the peer
/// </summary>
/// <param name="id"></param>
/// <returns></returns>
float GetPeerAudioVolume(int id);
```

```
/// <summary>
/// Get peer videoInfo
/// </summary>
/// <param name="id"></param>
/// <returns></returns>
VideoInfo GetPeerTexture(int id);
```

```
/// <summary>
/// Get the current volume of the peer
/// </summary>
/// <returns></returns>
float GetSelfAudioVolume();
```

```
/// <summary>
/// Get self videoInfo
/// </summary>
```

```
/// <returns></returns>
VideoInfo GetSelfTexture();

/// <summary>
/// Start record audio
/// </summary>
/// <param name="limit">最大录音时间， 超时自动停止</param>
/// <param name="onFinished"></param>
/// <returns></returns>
bool StartRecordAudio(int limit, XRChatCore.OnRecordFinished onFinished);

/// <summary>
/// Stop record audio
/// </summary>
void StopRecordAudio();

/// <summary>
/// Play record audio
/// </summary>
/// <param name="recordData"></param>
void PlayRecordAudio(byte[] recordData);
```

## 6、 联系方式

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